

Amendments to and Listing of the Claims:

1. This listing of the claims will replace all prior versions, and listings, of claims in the application. Please cancel claim 2, amend claims 3-5, 8, 12, and 21, and add claims 22-24 as follows:

1-2. (Canceled).

3. (Currently Amended) The amusement system according to claim [[2]] 21, wherein the second amusement device further includes a video output, the memory of the second amusement device being configured to store and retrieve multimedia files, the controller of the second amusement device being configured to access the memory to retrieve one of the multimedia files and output the retrieved multimedia file to both the audio and video outputs.

4. (Currently Amended) The amusement system according to claim [[8]] 21, wherein the second amusement device includes a video touchscreen.

5. (Currently Amended) The amusement system according to claim [[8]] 21, further comprising:

(d) a plurality of other amusement devices each having a video touchscreen and each being coupled to the second amusement device by the communication link, the plurality of other amusement devices communicating with the second amusement device using the communication medium.

6-7. (Canceled).

8. (Currently amended) An amusement system comprising:

- (a) a communication link having a communication medium and a wireless sub-system, the communication medium including a wireless broadcast signal;
- (b) a first amusement device having a video touchscreen, a controller, an input component, and a memory, the memory of the first amusement device storing a plurality of video games playable on the first amusement device using at least the video touchscreen, the first amusement device being operable upon receipt by the input component of at least one of coins, currency, and a credit card/debit card; and
- (c) a second amusement device having a video touchscreen, a controller and a memory, the memory of the second amusement device storing a plurality of video games playable on the second amusement device using at least the video touchscreen of the second amusement device, the second amusement device being coupled to the first amusement device by the communication link, the first amusement device communicating with the second amusement device using the communication medium,

the wireless sub-system including:

a first wireless adapter coupled to the first amusement device, the first wireless adapter encoding communication signals onto the wireless broadcast signal and decoding communication signals from the wireless broadcast signal; and

a second wireless adapter coupled to the second amusement device, the second wireless adapter encoding communication signals onto the wireless broadcast signal and decoding communication signals from the wireless broadcast signal.

9. (Previously presented) The amusement system according to claim 8, wherein the wireless broadcast signal is in the range of one of radio frequency (RF), infrared (IR) and microwave.

10-11. (Canceled).

12. (Currently Amended) An amusement system comprising:

- (a) a communication link having a communication medium and a wireless communication subsystem, the communication medium including a wireless broadcast signal;
- (b) first and third amusement devices, each having a video touchscreen, a controller, an input component, and a memory, each of the respective memories of the first and third amusement devices storing a plurality of video games playable on the respective first and third amusement devices using at least the respective video touchscreen, the first and third amusement devices being operable upon receipt by respective input components of at least one of coins, currency, and a credit card/debit card; and
- (c) a second amusement device having an audio output, a controller and a memory configured to store and retrieve music files, the second amusement device being coupled to the first and third amusement devices by the communication link, the first and third amusement devices communicating with the second amusement device using the communication medium, the video touchscreen of the first and third amusement devices each being configured allowing a user to access the controller of the second amusement device to cause the controller of the second amusement device to retrieve one of the music files from the memory of the second amusement device and output the retrieved music file to the audio output of the second amusement device,

the wireless communication sub-system including:

a first wireless adapter coupled to the first amusement device, the first wireless adapter encoding communication signals onto the wireless broadcast signal and decoding communication signals from the wireless broadcast signal;

a second wireless adapter coupled to the second amusement device, the second wireless adapter encoding communication signals onto the wireless broadcast signal and decoding communication signals from the wireless broadcast signal; and

a third wireless adapter coupled to the third amusement device, the third wireless adapter encoding communication signals onto the wireless broadcast signal and decoding communication signals from the wireless broadcast signal.

13. (Canceled).

14. (Previously presented) The amusement system according to claim 12, wherein the second amusement device further includes a video output, the memory of the second amusement device being configured to store and retrieve multimedia files, the controller of the second amusement device being configured to access the memory to retrieve one of the multimedia files and output the retrieved multimedia file to both the audio and video outputs.

15. (Previously presented) The amusement system according to claim 12, wherein the wireless broadcast signal is in the range of one of radio frequency (RF), infrared (IR) and microwave.

16. (Previously presented) The amusement system according to claim 12, wherein the second amusement device includes a video touchscreen.

17. (Canceled).

18. (Previously presented) The amusement system according to claim 12, wherein the communication link forms a wireless local area network (LAN).

19. (Canceled).

20. (Previously presented) The amusement system according to claim 8, wherein the communication link forms a wireless local area network (LAN).

21. (Currently amended) An amusement system comprising:

- (a) a communication link having a communication medium and a wireless communication subsystem, the communication medium including a wireless broadcast signal, the communication link forming a wireless local area network (LAN);
- (b) a first amusement device having a video touchscreen, a controller, an input component, and a memory, the memory of the first amusement device storing a plurality of video games playable on the first amusement device using at least the video touchscreen, the first amusement device being operable upon receipt by the input component of at least one of coins, currency, and a credit card/debit card; and
- (c) a second amusement device having an audio output, a controller and a memory configured to store and retrieve music files, the second amusement device being coupled to the first amusement device by the communication link, the first amusement device communicating with the second amusement device using the communication medium, the video touchscreen of the first amusement device ~~being configured allowing a user to access the controller of the second amusement device to cause the controller of the second amusement device to retrieve one of the music files from the memory of the second amusement device and output the retrieved music file to the audio output of the second amusement device,~~ the wireless communication sub-system including:

a first wireless adapter coupled to the first amusement device, the first wireless adapter encoding communication signals onto the wireless broadcast signal and decoding communication signals from the wireless broadcast signal; and

a second wireless adapter coupled to the second amusement device, the second wireless adapter encoding communication signals onto the wireless broadcast signal and decoding communication signals from the wireless broadcast signal.

22. (New) A method of operating an amusement system, the method comprising:

(a) establishing a communication link having a communication medium and a wireless sub-system, the communication medium including a wireless broadcast signal, the wireless communication sub-system including:

- (i) a first wireless adapter coupled to a first amusement device, the first wireless adapter encoding communication signals onto the wireless broadcast signal and decoding communication signals from the wireless broadcast signal, and
 - (ii) a second wireless adapter coupled to a second amusement device, the second wireless adapter encoding communication signals onto the wireless broadcast signal and decoding communication signals from the wireless broadcast signal;
- (b) receiving by an input component of the first amusement device of at least one of coins, currency, and a credit card/debit card, the first amusement device having a video touchscreen, a controller, and a memory, the memory of the first amusement device storing a plurality of video games playable on the first amusement device using at least the video touchscreen; and
- (c) allowing, by the communication link, a user of the first amusement device to play one of the plurality of video games against a user of the second amusement device, the second amusement device having a video touchscreen, a controller, and a memory.

23. (New) The method of claim 22, wherein the second amusement device stores a plurality of video games playable on the second amusement device using at least the video touchscreen.

24. (New) The method of claim 22, wherein the communication link forms a wireless local area network (LAN).